





4 credits	30.0 h + 15.0 h	Q2
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Teacher(s)	Masquelier Bruno ;
Language :	French
Place of the course	Louvain-la-Neuve
Main themes	As a matter of illustration, here are possible topics: - conflict and cooperation - voting - measurement of power - social choice - fair division
Aims	<p>1 This course is an introduction to mathematical modelization in social sciences at large (economics, political science, sociology, law). It is not a course in mathematics and the prerequisite do not go beyond the basic college mathematics. Its aim is to help students to develop an analytical capacity through a systematic and rigorous use of simple concepts of game and decision theory.</p> <p>-----</p> <p><i>The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".</i></p>
Content	The course consists of a series of lectures completed by exercises
Bibliography	<ul style="list-style-type: none"> • syllabus <p>E.Y. Gura and M. Maschler. Insights into Game Theory : An Alternative Mathematical Experience. Cambridge University Press, 2008.</p> <p>C.A. Lave and J.G. March. An introduction to models in the social sciences. University Press of America, 1993.</p> <p>Bonacich, P. and Lu, P., Introduction to Mathematical Sociology, 2012, Princeton University Press</p>
Other infos	Prerequisite: None Rating: written examination. Support: lecture notes
Faculty or entity in charge	ESPO

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Aims
Bachelor in Philosophy, Politics and Economics	PPE1BA	4		
Bachelor in Sociology and Anthropology	SOCA1BA	4		
Bachelor in Political Sciences: General	SPOL1BA	4		
Bachelor in Human and Social Sciences	HUSO1BA	4		
Minor in Human and Social Sciences	LHUSO100I	4		